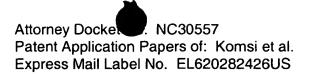
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Patent Application Papers of: Komsi et al.
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## **CLAIMS**

What is claimed is:

1	1.	A system for entity programming, comprising:
2		an entity player for invoking an entity, wherein the entity includes
3	a plura	ality of methods;
4		an entity editor connected to the entity player; and
5		at least one control device connected to the entity player,
6	where	in the entity player invokes the entity methods in accordance with
7	the co	ntrol device.
Sul	2.	A method for entity programming, comprising:
2 (24)		selecting an entity wherein the entity includes a plurality of
3	comm	ands that are associated with the entity; and
4		selecting at least one entity command.
1	3.	The method of claim 2, wherein the step of selecting the entity
2		commands is performed through the use of an entity editor.
1	4.	A method for entity programming, comprising:
2		downloading an entity, wherein the entity is associated with a
3	pluralit	ty of commands;
4		opening the entity in an entity editor to determine the plurality of
5	comm	ands associated with the entity;
6		selecting at least one command; and
7		constructing a message from the selected command.



	1	<ol><li>A method for entity messaging, comprising:</li></ol>
	0	downloading an antiby whomin the antiby is apposinted with a
	2	downloading an entity, wherein the entity is associated with a
	3	plurality of commands;
Sil	4	opening the entity in an entity editor to determine the plurality of
ary)	5	commands associated with the entity;
Z.	6	selecting at least one command;
	7	constructing a message from the selected command; and
	8	sending the message.
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